



# THREATS IN TODAY'S OPERATIONAL ENVIRONMENT







### SOVEREIGN NATION-STATE PLAYERS



Core States (major powers).

Transition States (want-to-be).

Rogue States (hostile).

Failed or failing States (unstable).

States that switch categories.

Multinational alliances and coalitions.











### NON-NATIONAL PLAYERS

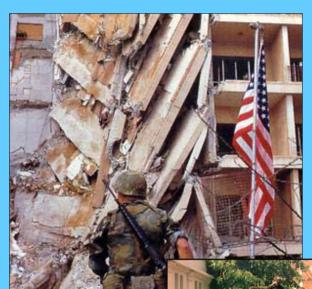




- Terrorists.
- Drug-traffickers.
- Criminals.
- Humanitarian organizations
- Civil populations



Multinational corporations



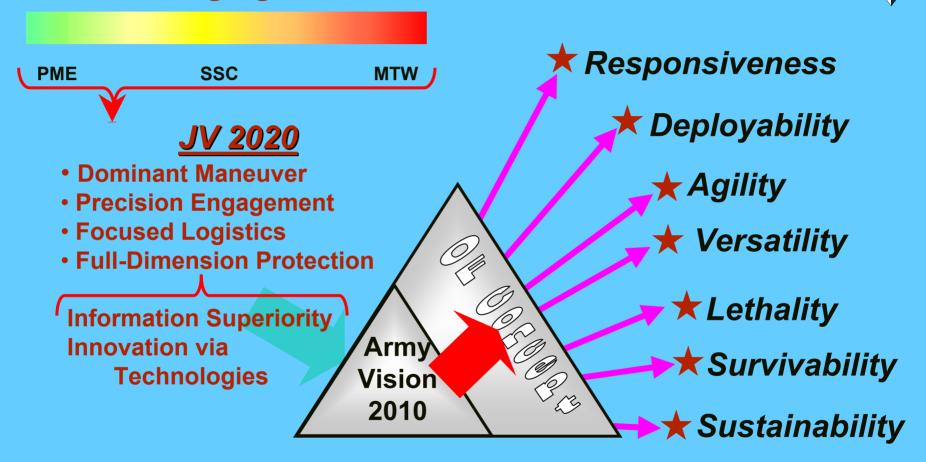




- Exact location or nature of opposition impossible to predict enemy will observe, analyze, think, and adapt
- Opponents will seek regional dominance and worldwide influence
- Transnational access denial strategy against US homeland
- Time is critical factor to the enemy; will seek quick victory before US can be decisive or wait US out, induce casualties, fracture coalition and force a settlement

### Preparing for an Uncertain Future

Wide ranging missions...



Nature of War is constant Conduct of War depends on the environment

### Changing Operational Environment



#### We must account for these variables:

Increasingly sophisticated opponents . . . combining adaptive strategies, mass and momentum, precision fires, and precision maneuver.

...exploiting all terrain sets ...

### With urban becoming more likely

and weather conditions,

... executing asymmetric operations





### **ASYMMETRIC WARFARE**



Avoid the US strengths.

Use every advantage you have against US weaknesses.

 Capitalize and exploit tactical surprise.

Our enemies are not going to fight "our" kind of war. We must be ready for that.



### PHYSICAL ENVIRONMENT

- Open, Less complex environments favor the US.
- Enemies will try to use urban environments and other complex terrain to their advantage.





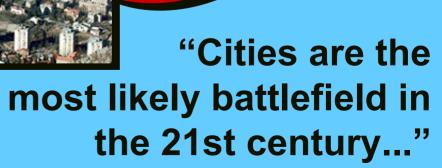




## INCREASED URBANIZATION HIGHER PROBABILITY OF URBAN OPS



Percentage of Population Living in Large Urban Areas



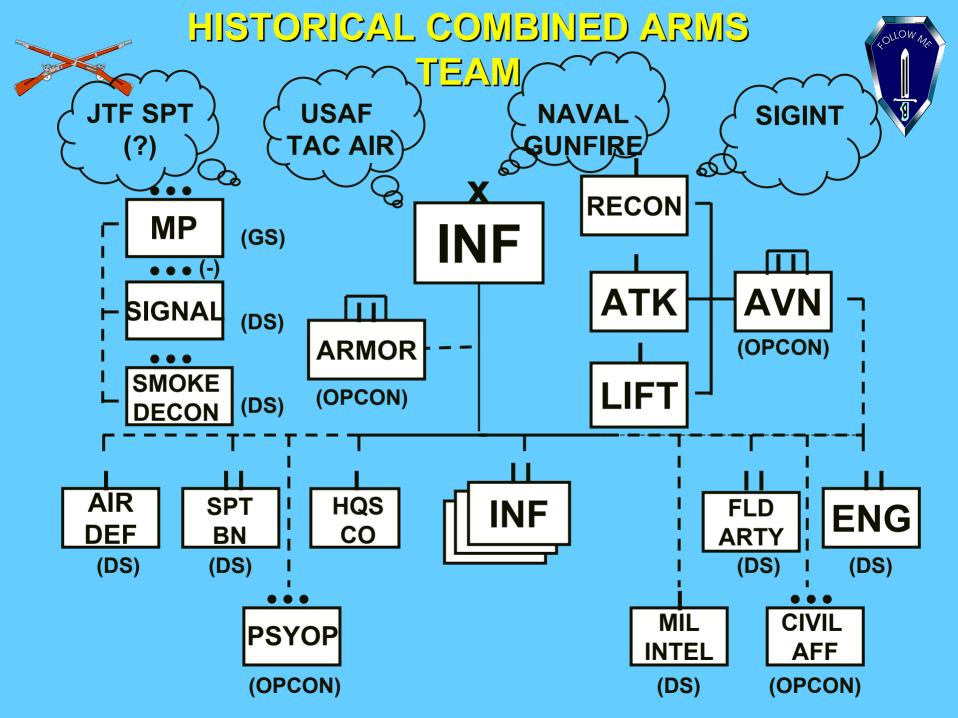
**Defense Science Board 1996** 

# **COMBAT EXPERIENCE**













Recon the Objective Move to the Objective **Isolate the Objective** Secure a Foothold Clear the Objective Consolidate Reorganize



#### FULL SPECTRUM OPERATIONS



- DOMESTIC SPT OPS
- HUMANITARIAN ASST

- PEACE OPS
- FOREIGN INTERNAL **DEFENSE**
- CBT TERRORISM
- SPT TO CTR DRUG

- NEO
- SPT TO INSURGENCIES
- **•SECURITY ASST**
- **•HUMANITARIAN &** CIVIL ASST
- ARMS CONTROL
- SHOW OF FORCE



**SUPPORT** 

**STABILITY** 

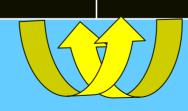
**FULL SPECTRUM OPS** 

**DEFENSE** 

**OFFENSE** 



- MOBILE DEFENSE
- AREA DEFENSE
- RETROGRADE



Infantry . . . On Point for the Army





- ATTACK
- MVMT TO CONTACT
- EXPLOITATION
- **PURSUIT**



## TODAY'S TACTICAL CHALLENGES



- Noncontiguous Areas of Operations
- Symmetrical and Asymmetrical Threats
  - Lethal & Non-lethal Effects
    - Media on Battlefield
- Clearing Enemy From Fortified Buildings
  - Collateral Damage/noncombatant Casualties
- Transitioning From SASO to Combat and Back

### **EMERGING DOCTRINE**

PANAMA CITY-MOGADISHU-SARAJEVO-GROZNY

979\_\_\_\_\_\_2001



"...Built-up areas are isolated and bypassed..."

FM 90-10 MOUT



"...Army forces will likely be required to conduct operations in and around large urban areas..."

FM 3-06 Urban Operations (Final Draft)

- ASSESS...
   Determine effects on ops.
- SHAPE... Set conditions...
   Media... Info Ops.
- DOMINATE... Simultaneous/ Sequential operations.
- TRANSITION... Control to Non-military agencies.





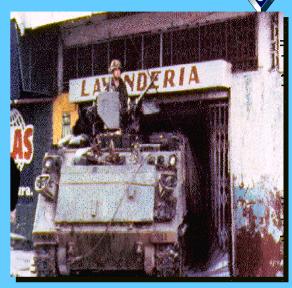






#### **ASSESS THROUGH...**

- Intelligence preparation of the battlefield... Difficult at best...
   HUMINT focused.
- Brigade reconnaissance.
- Reviewing results of previous operations.
- Division reconnaissance and Information Operations!







#### **SHAPE THROUGH...**



- Physical isolation using:
  - -- Sensors & recon units
  - -- Lethal and non-lethal effects
  - -- Precision Indirect & aerial fires
  - -- Maneuver forces
  - -- Combination of above



- -- PSYOP units
- -- Civil Affairs units in conjunction with JTF, DIV and coalition forces
  - -- Media...Information Operations





#### **DOMINATE THROUGH...**

- Use of combined arms.
- Synchronization of precision fires to include lethal & non-lethal effects.
- Isolation of decisive points.
- Use of superior combat power to destroy high pay off targets.
- Use of close combat <u>when</u> necessary against decisive points.







#### TRANSITION...



 From offensive/defensive operations to stability/support operations or vice versa.

 Return urban area to civilian control with combat, combat support, combat service

support as required.

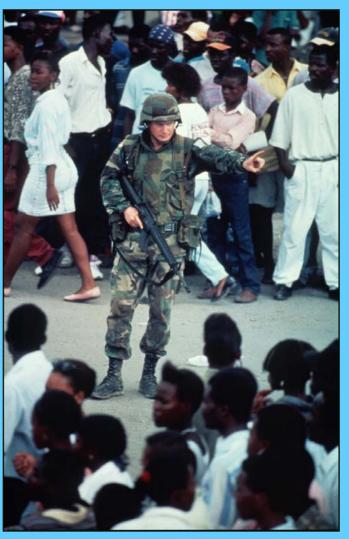
• From being a "supported" force to a "supporting" force providing security for non governmental organizations.

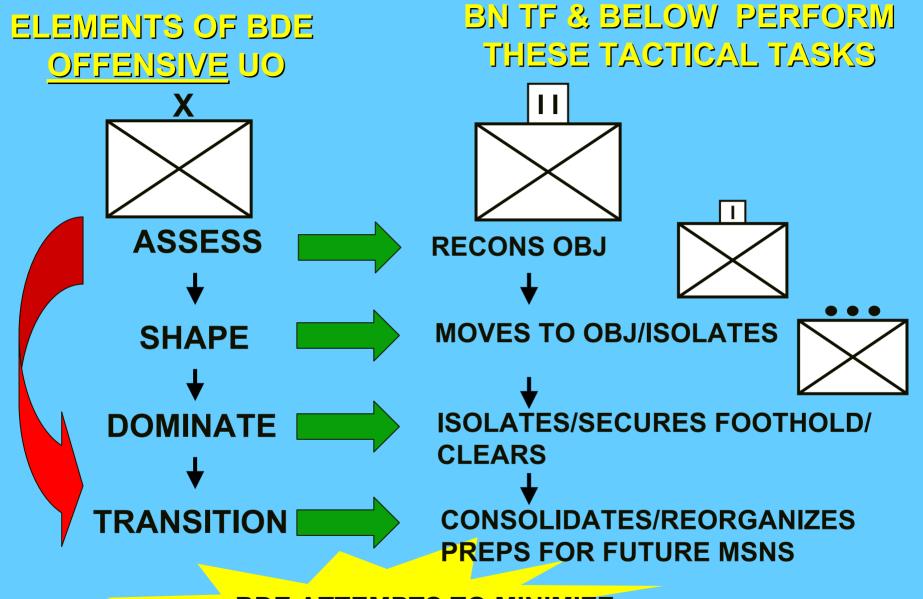


## STABILITY & SUPPORT OPERATIONS



- Uses doctrinal framework of ASSESS, SHAPE, DOMINATE, TRANSITION
- Subordinate units:
  - -- security patrols
  - -- searches
  - -- roadblocks & check-points
  - -- observation posts
  - -- defend, etc.
- All in coordination with civil authorities.





BDE ATTEMPTS TO MINIMIZE
STREET-TO-STREET AND
BUILDING TO BUILDING FIGHTING

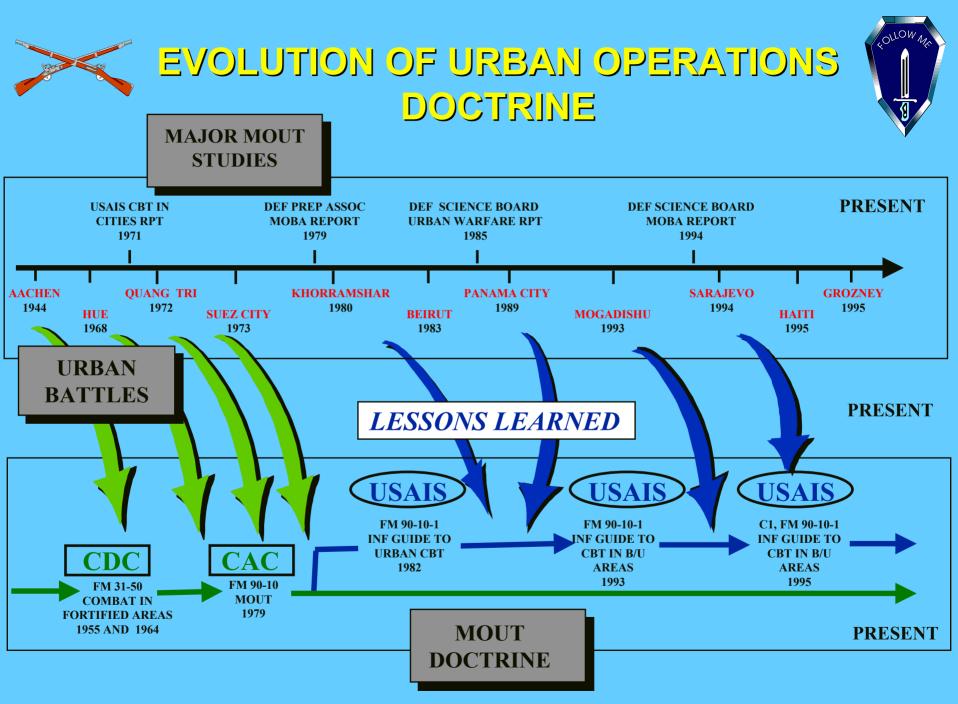


#### **CONCLUSIONS...**



- The likelihood of major urban operations is high, and growing larger.
- Urban operations are more complicated... full spectrum operations...with required transitions.
- We must leverage doctrine with new technologies....
- Home station facilities are required to train the force.
- Urban combat will always be a close, tough fight.

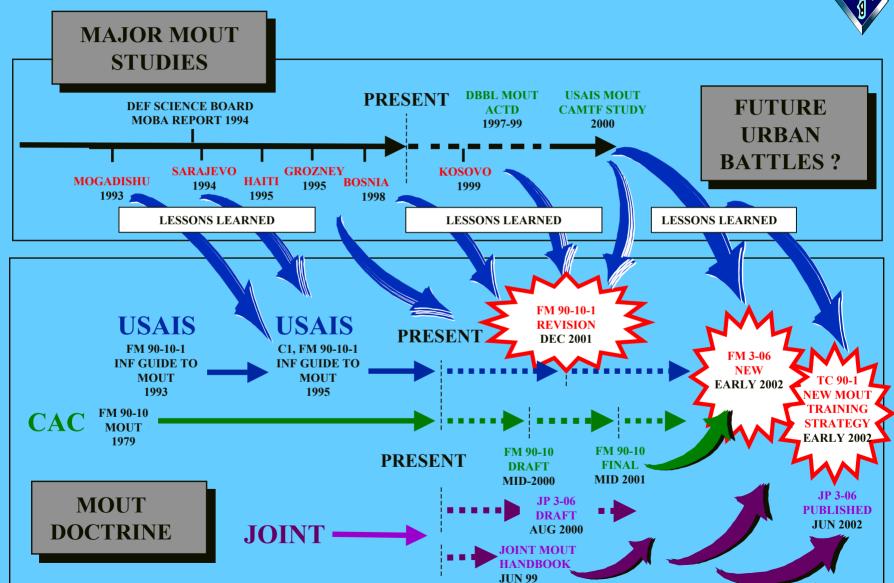






### FUTURE MOUT DOCTRINE









#### **TRAINING**

- Doctrine drives training.
- Deploy from Home Station
   ...to Combat Training

   Center or to operational area.





### URBAN OPNS TRAINING STRATEGY



- Update doctrine and collective Training
- Individual to battalion training facilities at home station
- Brigade urban training facilities at the CTCs
- Regional combined arms facilities
- Training facilities for forward deployed forces
- Simulations to support unit, staff training, and leader development.
- Distance learning programs that support leader training
- Virtual simulators that train leader and team urban skills

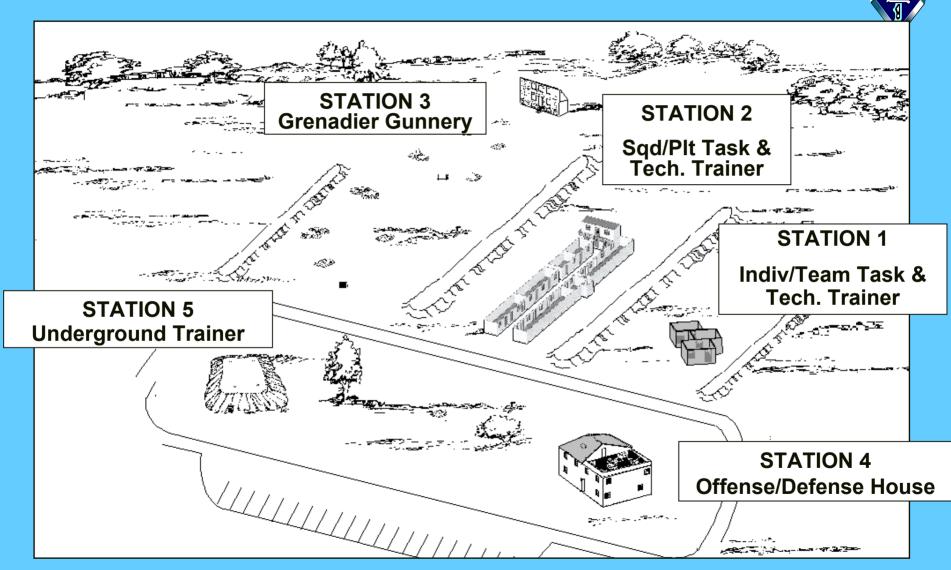
#### **ENDSTATE**

A doctrinally sound, operationally supported, <u>Live</u>, <u>Virtual</u>, <u>Constructive</u> training environment





#### **URBAN ASSAULT COURSE**





## URBAN ASSAULT COURSE

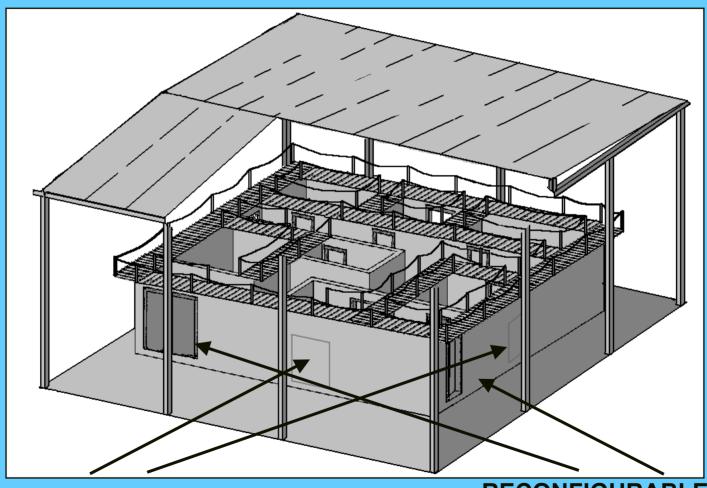


- FEATURES: FIVE STATIONS INCLUDING TWO STORY OFFENSE/DEFENSE BUILDING AND AN UNDERGROUND TRAINER
  - NO INSTRUMENTATION PACKAGE
  - 3D PRECISION TARGETRY PACKAGE
  - SUPPORTS TC 90-1 TRAINING STRATEGY:
  - PROVIDES FACILITY FOR INDIVIDUAL, SQUAD AND PLATOON TRAINING
  - REQUIRED TRAINING BEFORE SHOOT HOUSE OR CACTF USAGE
  - RECOMMENDED FREQUENCY: QUARTERLY (ACTIVE)/ FREQUENCY TO BE DETERMINED (NATIONAL GUARD)



## LIVE FIRE SHOOT HOUSE





**BLOW PANELS** 

RECONFIGURABLE DOORS



## LIVE FIRE SHOOT HOUSE

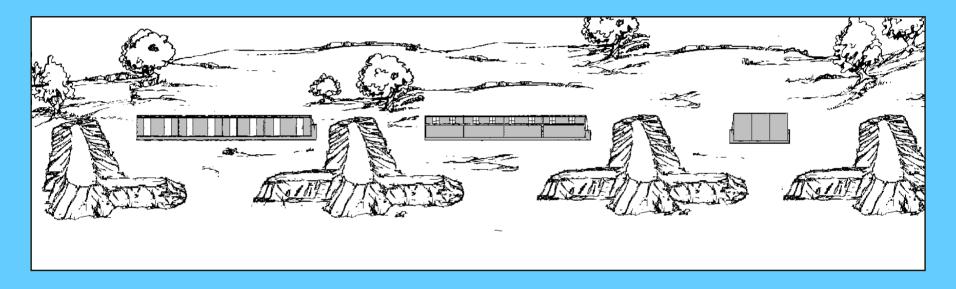


- FEATURES: COMPLEX SINGLE STORY BUILDING WITH MULTIPLE POINTS OF ENTRY
  - FULL AUDIO/VIDEO INSTRUMENTATION PACKAGE
  - PORTABLE AAR PACKAGE
  - 3D PRECISION TARGETRY PACKAGE
  - SUPPORTS TC 90-1 TRAINING STRATEGY:
  - PROVIDES FACILITY FOR INDIVIDUAL, SQUAD AND PLATOON LIVE FIRE TRAINING
  - •RECOMMENDED FREQUENCY: SEMI-ANNUAL (ACTIVE)/ POST MOB (NATIONAL GUARD)



#### **BREACH FACILITY**





STATION 1

DOOR
BREACHING

STATION 2
WINDOW
BREACHING

STATION 3
WALL
BREACHING



#### **BREACH FACILITY**



- FEATURES: INCLUDES WALL, DOOR AND WINDOW BREACH LOCATIONS
  - NO INSTRUMENTATION
  - STRUCTURAL TARGETRY ONLY (DOOR, WALL, WINDOW)
  - SUPPORTS TC 90-1 TRAINING STRATEGY:
  - PROVIDES FACILITY FOR INDIVIDUAL, TEAM AND SQUAD TRAINING
  - TRAINS TECHNICAL TASKS OF MECHANICAL, BALLISTIC, THERMAL AND EXPLOSIVE BREACHING
  - •RECOMMENDED FREQUENCY: SEMI-ANNUAL (ACTIVE)/
    POST MOB (NATIONAL GUARD)

## COMBINED ARMS COLLECTIVE TRAINING FACILITY

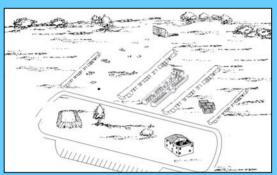
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AREA FOR OPEN AIR MARKET (FUTURE)	CHURCH	BUSINESS AREA	POLICE STATION & JAIL	1.5 KM
AREA FOR CIT PARK (FUTURE RESIDENTAL	Tunnel/sewer S	ystems y Building y Buildings	RESIDENTA	L'AREA CHOOL
AREAS	Audio/image C Breachable Wa Electric and Po AAR/Control Fa Reconfigurable	pture With Ed Is table Water acility Shanty Town	lit and Replay  1.5 KM	

## COMBINED ARMS COLLECTIVE TRAINING FACILITY

- FEATURES: 20-26 BUILDINGS, COVERING URBANIZED AREA OF 3 SQ KM.
  - AUDIO/VIDEO CAPTURE INSTRUMENTATION
  - 3D PRECISION TARGETRY
  - AAR FACILITY
  - SUPPORTS TC 90-1 TRAINING STRATEGY:
  - PROVIDES FACILITY FOR PLATOON, COMPANY STX, AND BATTALION TF FTX
  - SUPPORTS COMBINED ARMS TRAINING
  - RECOMMENDED FREQUENCY: SEMI-ANNUAL (ACTIVE)
     POST MOBILIZATION (NATIONAL GUARD)

#### LIVE HOME STATION/CTC/WFC RESOURCE PRIORITY...AS PER STRATEGY

#### \$1.7M URBAN ASLT CRS



#### \$200K BREACH FACILITY



\* MOB STATIONS

**Warfighter Center** 

**Power Projection Platform Power Support Platform** 

#### REQUIRE CACTF, UAC, SH, AND BF

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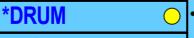
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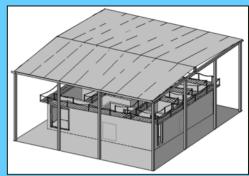
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PRIORITIZATION SCHEME

- THEATER NEEDS
- NTC
- HEAVY BEFORE LIGHT
- REGIONAL BEFORE HOME STATION

\$2.05M (1)
SHOOT HOUSE



\$30.4M
CA COLLECTIVE
TNG FACILITY



Inadequate facilitiesMarginal facilities